

# PUNKS 'N POSEURS

A scene cred expansion for any RPG

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## INTRODUCTION

Your RPG setting now has a punk scene.

## CRED

Cred is the most important resource a Punk can have.

Characters start with Cred equal to their current XP.

Gain Cred to become cool. Lose it to be a Poseur or Sellout.

## GAINING / LOSING CRED

To gain Cred, perform actions deemed 'Punk' by the Scene.

You lose Cred for unoriginality, conforming, etc.

Reasons can change at the GM's discretion, because punks are a fickle bunch. Roll to see how many points you lose/gain.

## RETRO-HIPNESS

The Scene is fickle.

- Gain too much Cred and you may be 'mainstream.' Roll to see if you lose half your points.
- Not enough Cred and you may be 'underground.' Roll to see if you double your current Cred.

## THEN WHAT HAPPENS?

Too much / too little Cred and Punks won't help you. Roll 1D6. The NPC will only help:

- 1-2: HIGH CRED
- 3: MEDIUM CRED
- 4: LOW CRED
- 5: ANYONE WITH MONEY, DRUGS, ALCOHOL, ETC.
- 6: NOBODY. PISS OFF.

## ENDGAME

The game ends when you get sick of playing along.